

2. Billy

Program Name: Billy.java

Input File: billy.dat

There is a lot of controversy this year because of the selections made to the Pickle Ball play-offs. There was so much discussion as to which teams made the Top Four. We will be talking about this for a long time.

Billy has been charged with finding a program that will find the winner among the eight schools in the league. He is given their names and their win-loss records. He must find the school with the highest winning percentage.

Now of course, due to a recent court decision, there will always be a clear winner after all the games are played. There is a guarantee not to have a tie for first place. So, it is all based on which team has the best winning percentage, even though teams possibly played a different number of games.

In the sample, Texas has the highest winning percentage at 90.9% with a record of 10 wins and 1 loss.

Input: There will be 16 lines of data. The odd numbered lines will be the team names. Each team name will be of length in the range [1,20]. Some teams may have spaces in their names. On the even numbered lines, there will be two integers, both in the range [0,24]. There will be one space between separating the numbers that are on each line. The first number is the number of wins. The second number is the number of losses. The win-loss record will always be on the line below the team name.

Output: Output the name of the team with the highest winning percentage.

Sample input:

```
MICHIGAN
12 2
WASHINGTON
7 14
TEXAS
10 1
ALABAMA
4 9
FLORIDA STATE
10 2
GEORGIA
1 12
OHIO STATE
4 5
OREGON
7 10
```

Sample output:

```
TEXAS
```